



Character _____ Player _____

Race and Class _____ Level _____ Alignment _____

Appearance _____

TOTAL EXPERIENCE

XP Needed for Next Level

SCORE	ABILITY	MOD	MOD+½ LVL	RACE	LEVEL
	STR				
	DEX				
	CON				
	INT				
	WIS				
	CHA				

HIT POINTS

Current Hit Points

Temporary Hit Points

Bloodied: _____

Surge Value: _____ Surges/Day: _____ Healing Surges: _____

☐ Second Wind

Death Saves ☐☐☐

SCORE	DEFENSE	10+½ LVL	ABILITY	CLASS	MISC
	AC				
	FORT				
	REF				
	WILL				

IMMUNITIES, RESISTANCES, AND OTHER SPECIAL DEFENSES

INIT

TOTAL

DEX

½ LVL

MISC

SPEED

TOTAL

BASE

ARMOR

MISC

SPECIAL MOVEMENT

ACTION POINTS

SKILLS

		BONUS	½ LVL + ABILITY	TRAINED	MISC
Acrobatics	DEX				
Arcana	INT				
Athletics	STR				
Bluff	CHA				
Diplomacy	CHA				
Dungeoneering	WIS				
Endurance	CON				
Heal	WIS				
History	INT				
Insight	WIS				
Intimidate	CHA				
Nature	WIS				
Perception	WIS				
Religion	INT				
Stealth	DEX				
Streetwise	CHA				
Thievery	DEX				

LANGUAGES

RACIAL FEATURES

ATTACKS

	ATTACK BONUS	½ LVL	ABILITY	PROF	CLASS/FEAT	MISC	DAMAGE	DAMAGE BONUS	RANGE	SHOTS	NOTES

COMBAT MODIFIERS AND SPECIAL ATTACKS

FEATS

CLASS FEATURES, PATHS, DESTINY FEATURES

AT-WILL POWERS

RANGE

ATTACK

ACTION

[illegible]

ENCOUNTER POWERS

RANGE

ATTACK

ACTION

[illegible]

DAILY POWERS

RANGE

ATTACK

ACTION

[illegible]

EQUIPPED ITEMS

Weapon: _____

Weapon: _____

Weapon: _____

Armor: _____

Arms: _____

Hands: _____

Legs: _____

Feet: _____

Head: _____

Neck: _____

Ring: _____

Ring: _____

Waist: _____

OTHER EQUIPMENT

[illegible]

Total Weight Carried: _____

Normal Load: _____ Heavy Load: _____ Max Drag Load: _____

TREASURE

- Coinage

CHARACTER STORY

[illegible]

NOTES

[illegible]

RITUAL BOOK

[illegible]